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IN THE CLAIMS:

Please amend the claims as follows:

1. (Currently Amended) A method for controlling a computer using [[a]] at least one video image of a plurality of video images, the method comprising:
 - (a) capturing [[a]] n video streams, n being an integer of at least two, the n video streams each comprising a plurality of video frames and each comprising an image of a user;
 - (b) determining a location of an object ~~in the video stream~~ in at least [[some]] one of the plurality of n video frames streams;
 - (c) controlling a program executing on the computer based on the location of the object;
 - (d) combining the n video streams with a user interface stream generated by the computer operating system, thereby forming a composite video stream; and
 - (e) displaying the composite video stream.
2. (Currently Amended) The method of claim 1 wherein capturing [[a]] n video streams includes receiving a live video signal of a user generated by a video camera.
3. (Currently Amended) The method of claim 1 wherein capturing [[a]] n video streams includes receiving a stored video signal from a video storage device.
4. (Currently Amended) The method of claim 1 wherein determining the location an object in at least one of the n video streams includes:
 - (a) searching for a predetermined color in one of the n video streams;
 - (b) in response to locating the predetermined color, identifying an occurrence of the predetermined color having the largest area; and

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- (c) determining coordinates of the center of the occurrence of the predetermined color having the largest area.
5. (Currently Amended) The method of claim 1 wherein controlling a program executing on the computer based on the location of the object comprises:
- (a) analyzing motion of the object in successive video frames to determine presence of a control event; and
 - (b) controlling the program based on the control event.
6. (Currently Amended) The method of claim 5 wherein each of the n video streams comprises an image of a different computer user, the object comprises an object associated with the user's hand, and the control event comprises a pointer movement event.
7. (Currently Amended) The method of claim 5 wherein each of the n video streams comprises an image of a different computer user, the object comprises an object located in the user's hand, and the control event comprises a mouse click event.
8. (Currently Amended) The method of claim 1 wherein combining the n video streams with the user interface stream generated by the computer operating system includes horizontally reversing frames of the n video streams to produce a mirror image of the frames of the n video streams.
9. (Currently Amended) The method of claim 1 wherein combining the n video streams with the user interface stream generated by the computer operating system includes transparently overlaying the user interface stream on the n video streams.

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10. (Currently Amended) The method of claim 1 wherein combining the n video streams with the user interface stream generated by the computer operating system includes transparently overlaying the n video streams on the user interface stream.
11. (Currently Amended) The method of claim 1 wherein combining the n video streams with the user interface stream generated by the computer operating system includes:
 - (a) adjusting a transparency level of at least one of the user interface stream and the n video streams; and
 - (b) generating the composite stream from the user interface stream and the n video streams.
12. (Original) The method of claim 11 wherein adjusting the transparency level includes dynamically adjusting the transparency level.
13. (Original) The method of claim 1 wherein displaying the composite video stream includes projecting the composite video stream.
14. (Canceled)
15. (Canceled)
16. (Currently Amended) A method for combining a plurality of video images, each containing an image of a user, with a computer desktop interface, the method comprising:
 - (a) capturing [[a]] n video streams, n being an integer of at least two, each of a user, the video stream comprising a plurality of [[video]] frames and each comprising an image of a user;

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- (b) transparently combining the n video streams with a computer desktop generated by the computer operating system, thereby forming a composite video stream; and
 - (c) displaying the composite video stream, wherein the composite image includes [[a]] transparent images of the users displayed with the computer desktop.
17. (Currently Amended) The method of claim 16 wherein capturing the n video streams of the user includes receiving a live video signal generated by a video camera.
18. (Currently Amended) The method of claim 16 wherein combining the n video streams with the user interface stream generated by the computer operating system includes horizontally reversing frames of the n video streams to produce a mirror image of the frames of the n video streams.
19. (Currently Amended) The method of claim 16 wherein combining the n video streams with the user interface stream generated by the computer operating system includes:
- (a) adjusting a transparency level of at least one of the user interface stream and the n video streams; and
 - (b) generating the composite stream from the user interface stream and the n video streams.
20. (Original) The method of claim 19 wherein adjusting the transparency level includes dynamically adjusting the transparency level.
21. (Original) The method of claim 16 wherein displaying the composite video stream includes projecting the composite video stream.

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22. (Original) The method of claim 16 wherein displaying the composite video stream includes displaying the composite video stream on a non-projection computer display device.
23. (Currently Amended) The method of claim 16 wherein displaying the composite video stream includes displaying a mirror image of [[the]] each user with the desktop.
24. (Currently Amended) The method of claim 16 comprising controlling objects on the desktop in response to movement of at least one of the user images.
25. (Currently Amended) The method of claim [[23]] 24 wherein controlling objects on the desktop includes moving objects on the desktop.
26. (Currently Amended) The method of claim [[23]] 24 wherein controlling objects on the desktop includes activating programs associated with objects on the desktop.
27. (Currently Amended) The method of claim 16 wherein the desktop comprises the desktop of a computer local to at least one of the users.
28. (Currently Amended) The method of claim 16 wherein the desktop comprises the desktop of a computer remote from at least one of the users.
29. (Currently Amended) The method of claim 16 ~~comprising transparently combining and displaying a plurality of video streams with the computer desktop~~, wherein each of the plurality of video streams includes an image of a different user.
30. (Currently Amended) The method of claim [[28]] 29 comprising controlling desktop objects in response to movement of user images in any of the video streams.
31. (Currently Amended) A computer-readable storage medium containing a set of computer-executable instructions, the set of instructions comprising:

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- (a) [[a]] n video stream capturing routines, n being an integer of at least two, each of the video stream capturing routines for capturing a different video stream, [[the]] each video stream comprising a plurality of video frames and an image of a user;
 - (b) a video frame analysis routine for determining a location of an object in at least some of the plurality of video frames;
 - (c) a driver for controlling a program executing on the computer based on the location of the object;
 - (d) a video compositing routine for combining the n video streams with a user interface stream generated by the computer operating system, thereby forming a composite video stream; and
 - (e) a video display routine for displaying the composite video stream.
32. (Currently Amended) The computer-readable storage medium of claim [[30]] 31 wherein the user interface driving routine comprises:
- (a) instructions for searching for a predetermined color in at least one of the n video streams;
 - (b) instructions for identifying an occurrence of the predetermined color having a largest area; and
 - (c) instructions for determining the coordinates of the center of the occurrence of the predetermined color having the largest area.
33. (Currently Amended) The computer-readable storage medium of claim 31 wherein the video compositing routine comprises:

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- (a) instructions for adjusting the transparency level of at least one of the user interface stream and the n video streams; and
 - (b) instructions for generating the composite stream from the user interface stream and the n video streams.
34. (Currently Amended) The computer-readable storage medium of claim [[30]] 31 wherein the video compositing routine comprises instructions for horizontally reversing images of the n video streams to produce a mirror image of the images of the n video streams.
35. (Currently Amended) A computer program product comprising computer-executable instructions embodied in a computer-readable medium for performing steps comprising:
- (a) receiving [[a]] n video images, n being an integer of at least two, each video image including an image of a computer user;
 - (b) combining the n video images ~~of the computer user~~ with a computer desktop image;
 - (c) displaying the combined image;
 - (d) tracking a portion of ~~the user image~~ at least one of the n video images in the combined image; and
 - (e) manipulating objects in the desktop image based on the tracked portion.
36. (Original) The computer program product of claim 35 wherein manipulating objects includes highlighting the objects.
37. (Original) The computer program product of claim 35 wherein manipulating objects includes moving the objects.

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38. (Original) The computer program product of claim 35 wherein manipulating objects includes activating programs associated with the objects.
39. (Currently Amended) A computer system comprising:
- (a) a display device;
 - (b) [[a]] n video cameras for producing [[a]] n video streams, n being an integer of at least two, each video stream including an image of a user; and
 - (c) a processing unit operatively coupled to the display device and the n video cameras, wherein the processing unit is adapted to:
 - (i) receiving receive the n video streams, of user, the each video stream comprising a plurality of video frames;
 - (ii) determine a location of a predetermined object associated with [[the]] a user [[some]] in at least one of the plurality of video frames; and
 - (d) control execution of a program based on the location of the object.
40. (New) The system of claim 39 wherein the n video cameras are each positioned to produce a video stream including an image of a different user.
41. (New) The system of claim 40 wherein the different users comprise collaborators in a distributed computer programming task.
42. (New) The method of claim 1 wherein each of the n video streams comprises an image of a different user and wherein the program comprises a collaborative desktop application.
43. (New) The method of claim 42 wherein the collaborative desktop application allows each user to control his or her own mouse pointer on a shared desktop.

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44. (New) The method of claim 1 wherein each of the n video streams comprises an image of a different user, wherein at least some of the users are in different locations and wherein the program comprises a distributed computer programming application.
45. (New) The method of claim 29 wherein the different users comprise collaborators in distributed computer programming task.
46. (New) The computer-readable storage medium of claim 31 wherein each of the n video streams comprises an image of a different user.
47. (New) The computer-readable storage medium of claim 46 wherein at least some of the users are in different locations.
48. (New) The computer-readable storage medium of claim 47 wherein the different users comprise collaborators in a distributed computer programming task.
49. (New) The computer program product of claim 35 wherein each video image includes an image of a different user.
50. (New) The computer program product of claim 49 wherein the different users comprise collaborators in a distributed computer programming task.